



Intellivision™ LIVES!



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CRAVE
ENTERTAINMENT
www.cravegames.com

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these photosensitive epileptic seizures while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information. The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may burn in to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owners' manual to determine if video games can be played safely on your set. If you are unable to find this information in the owners' manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

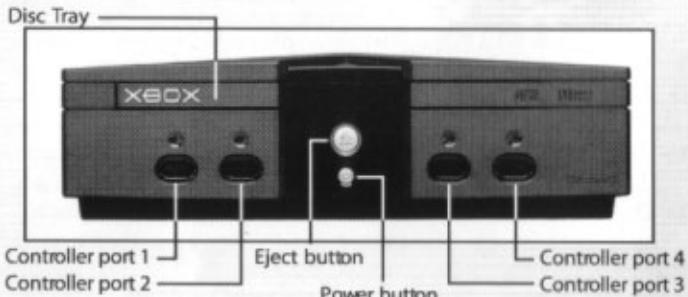
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USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox™ Video Game System by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Intellivision™ Lives! disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing Intellivision™ Lives!



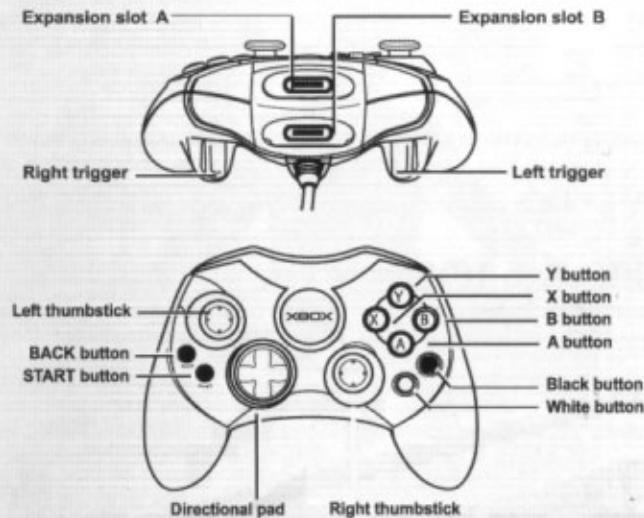
Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc on the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and the disc is inserted.
- Do not apply labels, stickers, or other foreign object to discs.

USING THE XBOX CONTROLLER

1. Connect the Xbox controller into any controller port on the front of the Xbox console. For multiple players, connect additional controllers into available controller ports.
2. Connect any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Intellivision™ Lives.



GETTING AROUND HAL'S PIZZA

To move around Hal's Pizza, use the Directional Pad to move left or right. When you want to move closer to an object, press up on the Directional Pad; press down when you want to back away. The arrow symbols at the bottom of the screen will let you know which directions are available. Press the A button to select any highlighted object or menu option. Use the Y button to go back.



PLAYING A GAME

Once you select a classic Intellivision® game to play, pay close attention to the on-screen control configuration. Many games have setup options or gameplay that use numbers. For those games, the numbers 1-9 have been mapped to the right thumbstick.

To use this feature, move and **hold** the right thumbstick in the direction of the number you wish to use and pull the right trigger. When this feature has been enabled for a particular game, the onscreen control configuration screen will state 1-9 Enabled.

SAVING A GAME

Intellivision® Lives! can keep track of your play goals and unlocked goodies by automatically saving your progress each time you exit a game.

WELCOME (BACK) TO THE 1980'S

The Intellivision® console system was introduced nationwide in 1980 by Mattel Electronics. Priced at \$299, the Intelligent Television console featured non-detachable controllers, simulated wood-grain styling and a unique disc-and-keypad controller that remains legend in the videogame industry. Pitched on television and in print by urbane spokesman George Plimpton, the graphics of Intellivision® were generally considered superior and more realistic than those of its rival console system, the Atari 2600. Intellivision®: *The Closest Thing to the Real Thing*, went the slogan.

While primitive by today's modern standards, many of the games produced for the Intellivision® system were considered groundbreaking at the time. Utopia, for example, is the first mass-marketed sim game, precursor to today's popular Sim and Tycoon style games. Intellivoice games such as B-17 Bomber were among the first to bring the spoken word into videogames through a primitive speech synthesis plug-in. Star Strike featured rudimentary 3D graphics and gameplay, the climax of which was the total destruction of a planet!

**TWO PICTURES
ARE WORTH
A THOUSAND WORDS.**

*Atari vs. Intellivision?
Nothing I could say would be
more persuasive than what your
own two eyes will tell you.
So compare for yourself.
Game for game,
feature for feature,
I think you'll find
Intellivision
is clearly superior.*

— George
Plimpton —

**MATTEL
INTERNATIONAL
INTELLIVISION
Intelligent Television**

ATARI®
HOME RUN™ BASEBALL

INTELLIVISION®
MAJOR LEAGUE BASEBALL™

1980s ad is shown for historical context and is not intended to imply that Mattel, Inc. or George Plimpton endorse current Intellivision products.

Intellivision® : The Closest
Thing to the Real Thing

Intellivision® : Still Blocky
After All These Years

HANGING OUT AT HAL'S PIZZA

Welcome to Hal's, where the 80s never stopped. Arranged around the room are over 60 classic Intellivision® games arranged into the following game machines:



SPACE — Explore the outer regions with these fast-paced space shooters.

ARCADE — Get your twitch on with this collection of action games.

GAMING + STRATEGY — Match wits with the computer.

SPORTS — Bring your game face when you play this huge collection of sports games.

COMBAT + SORCERY — War games, both real and fantastic.

CHILDREN'S — Simple games for the little ones. Educational games, too.

UNRELEASED — You can unlock unreleased games by clearing play goals the other machines. Your unlocked games will appear here.

MACHINE MENU AND PLAY GOALS

When you navigate to any machine (using the Directional Pad) the first menu you see will list all the games available in that machine. You will see from the list that some games are for one player, some are for two players and some support both. A yellow single-player icon appears next to those games designed for one player. A yellow two-player icon appears next to those games designed for two (or sometimes more) players. Certain games will have a red dot next to their name. If you highlight this game in the menu, you will see its play goal. Play goals are milestones that you must clear in order to unlock the bonus material for that cabinet (e.g., score a certain



number of points or win a certain number of games). The bonus material includes unreleased Intellivision® games, bonus TV commercials or radical game modes.

NOTE: Due to their complex nature, playing certain games requires that you have two Xbox controllers connected to your Xbox™ Video Game System. The names of these games will appear grayed-out in the machine menus until you connect a second Xbox Controller.

GAME MENU

Once you choose a game from one of the machines, you will see the following options:

PLAY! — Play the game.

INSTRUCTIONS — View brief instructions to help get you started. To view the full instructions for each game, visit <http://www.intellivisionlives.com/halsppizza>

PRODUCTION NOTES — Learn inside dope and fun facts (including known bugs!) from the original Intellivision® developers.

WATCH BONUS COMMERCIAL — Watch an original television commercial.

VIEW BOX — Examine the original Intellivision® game cartridge package.

RADICAL GAMEPLAY MODES — Take it to the next level with these superchallenging, eye-bending twists on the classic Intellivision® games.

HIGH SCORES — View the high scores you've achieved so far. (Note: Only certain games such as Pinball support high scores.)

NOTE: Your high score will be saved only when you exit the game. Certain games will restart after the Game Over message if you press any button on your controller. If you have a high score you want to save, be certain to exit out of your current game by pressing the START button to pause the game, then the Y button to exit.

PLAY IT!

When you select Play from any game menu, you will see a custom controller configuration designed especially to optimize play for that game using the Xbox Controller. Once you're familiar with the controls, press the A button to launch the game.

At any time during gameplay, you can press the START button to access the in-game pause menu. From this menu you can review the controller configuration, the instructions, or adjust any of the game options (see Game Options on next page).

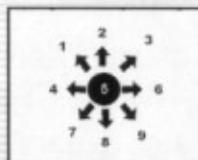
USING THE INTELLIVISION® KEYPAD

Many Intellivision® games were designed to make full use of the 12-button keypad on the original Intellivision® hand controllers. Most games shipped with two durable keypad inserts which slipped over the keypad and featured custom artwork and button labels to ease gameplay and clearly identify various game functions.



At any time during gameplay, press the BACK button to bring up the keypad. This will allow you to select a specific function by moving the yellow highlight with the left thumbstick and pressing the A button. Press the BACK button again to remove the keypad from view.

Alternatively, you can use the right thumbstick to quickly select keypad functions. To use this feature, move and hold the thumbstick in the direction of the number you wish to use and pull the right trigger.



When this feature has been enabled for a particular game, the onscreen control configuration will state "1-9 Enabled."

GAME OPTIONS

You can access the Game Options menu by navigating to the Hal's Pizza jukebox. The options menu displays the following choices:

AUTOSAVE — Enabling this feature allows you to save your high scores, goals progress and options choices.

VIBRATION — Turn the vibration function of the Xbox Controller on or off. (Note: only select games, such as Astrosmash, support controller vibration.)

SFX VOLUME — Adjust the sound effects volume

MUSIC VOLUME — Adjust the music volume

INTELLIVISION® VOLUME — Adjust the sound level of the Intellivision® games. (Note: All sound levels can go to 11.)

MUSIC OPTIONS

You can choose one track to loop by selecting the Looping option. If you want to play a variety of tracks, you can choose the Song List option and press up and down on the Directional Pad to highlight the tracks you want, then press the A button to toggle your selected track on or off. The Off option turns all music off.

DON'T KNOW MUCH ABOUT HISTORY?

Explore Hal's Pizza carefully and you will notice a pair of softball team pictures in one corner. When you select these, a menu will appear that allows you select from a variety of short video programs on the history of the Intellivision®, including interviews with some of the original Blue Sky Rangers.

Intellivision Productions, Inc.

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Stephen Roney
Tom Kahelin

Special Thanks to: *All the Blue Sky Rangers*

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Programmer
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Special Thanks to: *David Warhol*
Xbox™ Core Engine and tools *FarSight Studios, Inc.*

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Special Thanks to: *Nima Taghavi, Michael Maas, Drew Mehl, Chad Meshek
and Chibi*

NOTES

NOTES

Warranty and Service Information

CRAVE ENTERTAINMENT, Inc. warrants to the original purchaser of this CRAVE ENTERTAINMENT, Inc. product that the software storage medium in the product is free from defects in material and workmanship for a period of ninety (90) days (unless prohibited by applicable law) from the date of purchase. The CRAVE ENTERTAINMENT, Inc. software program in this product is sold "AS IS" and without any expressed or implied warranties for losses or damages of any kind resulting from use of the software program. If the CRAVE ENTERTAINMENT, Inc. product fails to comply with this limited warranty, CRAVE ENTERTAINMENT, Inc. agrees to either repair or replace, at its option, free of charge, the non-complying product, provided the product is returned by the original purchaser, postage paid, with proof of purchase to CRAVE ENTERTAINMENT, Inc. at the address set forth below. When returning the product for warranty replacement, please send the original product disc(s) only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; and (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the product. If you are returning the product after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to:
Warranty Replacements
Crave Entertainment, Inc.
19645 Rancho Way
Rancho Dominguez, CA 90220

This warranty shall not be applicable and shall be void if the defect in the CRAVE ENTERTAINMENT, Inc. product has arisen through abuse, unreasonable use, mistreatment, neglect or reasonable wear and tear. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE CRAVE ENTERTAINMENT, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL CRAVE ENTERTAINMENT, INC. BE LIABLE FOR ANY DIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE CRAVE ENTERTAINMENT, INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This limited warranty gives you specific legal rights and you may also have other rights, which vary, from state to state.

Customer Support

You may need only simple instructions to correct a problem with your product. Call the Customer Service Line at 310-687-5432, 9:00am-5:00pm.